CLAIMS

What is claimed is:

1 1. A method for replaying a pattern for transitioning from one state to another

2 state, comprising:

3 (a) receiving a request to transition from a current state in a pattern to a new state;

4 (b) retrieving information about transitioning from the current state to the new state

5 from the pattern;

6 (c) evaluating scripting code of the current state;

7 (d) executing an action using the scripting code for effecting the transition from the

8 current state to the new state;

9 (e) producing an output from a state; and

10 (f) sending the output to a user device.

1 2. The method as recited in claim 1, wherein the action is executed by

2 communicating with a connector for executing the action.

1 3. The method as recited in claim 2, wherein each type of state has a dedicated

2 connector.

1 4. The method as recited in claim 1, wherein output from some of the states is

2 generated for display on the user device.

1 5. The method as recited in claim 1, further comprising initiating a further state

2 transition.

1   6.   The method as recited in claim 1, wherein a history of states in the pattern that

2   has been traversed is maintained.

1   7.   The method as recited in claim 6, wherein a state traversed out of a recorded

2   sequence is detected.

1   8.   The method as recited in claim 1, wherein a user is allowed to navigate

2   backwards through at least a portion of the pattern.

1   9.   A computer program product for replaying a pattern for transitioning from one

2   state to another state, comprising:

3   (a)   computer code for receiving a request to transition from a current state in a

4   pattern to a new state;

5   (b)   computer code for retrieving information about transitioning from the current

6   state to the new state from the pattern;

7   (c)   computer code for evaluating scripting code of the current state;

8   (d)   computer code for executing an action using the scripting code for effecting the

9   transition from the current state to the new state;

10   (e)   computer code for producing an output from a state; and

11   (f)   computer code for sending the output to a user device.

1   10.   A system for replaying a pattern for transitioning from one state to another state,

2   comprising:

3   (a)   logic for receiving a request to transition from a current state in a pattern to a

4   new state;

5   (b)   logic for retrieving information about transitioning from the current state to the

6   new state from the pattern;

7   (c)   logic for evaluating scripting code of the current state;

8   (d)   logic for executing an action using the scripting code for effecting the transition

9   from the current state to the new state;

10   (e)   logic for producing an output from a state; and

11   (f)   logic for sending the output to a user device.

1   11.   A method for replaying a pattern for transitioning from one state to another state

2   in a remote application, comprising:

3   (a)   receiving a request to transition from a current state in a pattern to a new state,

4   wherein the states correspond to current and new states of a remote application;

5   (b)   executing an action for effecting the transition from the current state in the

6   remote application to the new state in the remote application utilizing the

7   pattern;

8   (c)   producing an output from the new state; and

9   (d)   sending the output to a user device.

1   12.   The method as recited in claim 11, wherein the action is executed by

2   communicating with a connector for executing the action.

1   13.   The method as recited in claim 11, wherein each type of state has a dedicated

2   connector.

1   14.   The method as recited in claim 11, wherein output is generated for at least some

2   of the states for display on the user device.

1   15.   The method as recited in claim 14, wherein an instruction as to which action to

2   execute is received from a client device of the user.

1   16.   The method as recited in claim 11, further comprising the step of initiating a

2   further state transition.

1   17.   The method as recited in claim 11, wherein a history of states in the pattern that

2   been traversed is maintained.

1   18.   The method as recited in claim 17, wherein a state traversed out of a recorded

2   sequence is detected.

1   19.   The method as recited in claim 11, wherein a user is allowed to navigate

2   backwards through at least a portion of the pattern.

1   20.   The method as recited in claim 11, wherein the action is executed by a script.

1   21.   A computer program product for replaying a pattern for transitioning from one

2   state to another state in a remote application, comprising:

3   (a)   computer code for receiving a request to transition from a current state in a

4   pattern to a new state, wherein the states correspond to current and new states of

5   a remote application;

6   (b)   computer code for executing an action for effecting the transition from the

7   current state in the remote application to the new state in the remote application

8   utilizing the pattern;

9   (c)   computer code for producing an output from the new state; and

10   (d)   computer code for sending the output to a user device.

1   22.   A system for replaying a pattern for transitioning from one state to another state

2   in a remote application, comprising:

3   (a)   logic for receiving a request to transition from a current state in a pattern to a

4   new state, wherein the states correspond to current and new states of a remote

5   application;

6   (b)   logic for executing an action for effecting the transition from the current state in

7   the remote application to the new state in the remote application utilizing the

8   pattern;

9   (c)   logic for producing an output from the new state; and

10   (d)   logic for sending the output to a user device.

1   23.   A method for replaying a dynamic event, comprising:

2   (a)   hosting a web browser;

3   (b)   rendering a web page of a network site using the web browser

4   (c)   identifying anelement with pre-specified properties on the rendered web page;

5   (d)   executing an action on the identified element based on a prerecorded pattern;

6   and

7   (e)   outputting a web page resulting from execution of the action.

1   24.   A computer program product for replaying a dynamic event, comprising:

2   (a)   computer code for hosting a web browser;

3   (b)   computer code for rendering a web page of a network site using the web browser

4   (c)   computer code for identifying an element with pre-specified properties on the

5   rendered web page;

6   (d)   computer code for executing an action on the identified element based on a

7   prerecorded pattern; and

8   (e)   computer code for outputting a web page resulting from execution of the action.

1   25.   A system for replaying a dynamic event, comprising:

2   (a)   logic for hosting a web browser;

3   (b)   logic for rendering a web page of a network site using the web browser

4   (c)   logic for identifying an element with pre-specified properties on the rendered

5   web page;

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6	(d)	logic for executing an action on the identified element based on a prerecorded
7		pattern; and
8	(e)	logic for outputting a web page resulting from execution of the action

1	26.	A method for replaying a pattern for transitioning from one state to another
2		state, comprising:
3	(a)	receiving a request to transition from a current state in a pattern to a new state;
4	(b)	retrieving information about transitioning from the current state to the new state
5		from the pattern;
6	(c)	evaluating scripting code of the current state;
7	(d)	executing an action using the scripting code for effecting the transition from the
8		current state to the new state;
9	(e)	repeating acts (a), (b) and (c);
10	(f)	producing an output from a state; and
11	(g)	sending the output to a user device.

1	27.	A method for replaying a pattern for transitioning from one state to another
2		state, comprising:
3	(a)	receiving a request to transition from a current state in a pattern to a new state;
4	(b)	retrieving information about transitioning from the current state to the new state
5		from the pattern;
6	(c)	evaluating scripting code of the current state;
7	(d)	executing an action using the scripting code for effecting the transition from the
8		current state to the new state;
9	(e)	wherein the action is executed by communicating with a connector for executing
10		the action;
11	(f)	wherein each type of state has a dedicated connector;
12	(g)	allowing a user to navigate backwards through at least a portion of the pattern
13	(h)	producing an output from a state;

14   (i)   sending the output to a user device; and

15   (j)   maintaining a history of states in the pattern that have been traversed.